

```
1  #include "Player.h"
2  #include "Key.h"
3  #include <iostream>
4
5  using namespace std;
6
7  constexpr int kStartNumberOfLives = 1;
8
9  Player::Player()
10     : PlaceableActor(0,0)
11     , m_pCurrentKey(nullptr)
12     , m_money(0)
13     , m_lives(kStartNumberOfLives)
14  {
15  };
16
17  bool Player::HasKey()
18  {
19     return m_pCurrentKey != nullptr;
20  }
21
22  bool Player::HasKey(int colour)
23  {
24     return HasKey() && m_pCurrentKey->GetColour() == colour;
25  }
26
27  void Player::PickUpKey(Key* key)
28  {
29     m_pCurrentKey = key;
30  }
31
32  void Player::UseKey()
33  {
34     m_pCurrentKey->Remove();
35     m_pCurrentKey = nullptr;
36  }
37
38  void Player::DropKey()
39  {
40     if (m_pCurrentKey)
41     {
42         m_pCurrentKey->Place(m_pPosition->x, m_pPosition->y);
43         m_pCurrentKey = nullptr;
44     }
45  }
46
47  void Player::Draw()
48  {
49     cout << "@";
50  }
```